## Essentials and Uniqueness of 3-D Global Particle Simulations

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### How to understand and use TRISTAN code

#### **Computer Simulation Using Particles**

by R.W. Hockney, J.W. Eastwood

# Plasma Physics Via Computer Simulation/Book and Disk

by C. K. Birdsall, A. B. Langdon

#### Computer Space Plasma Physics: Simulation

Technique and Software edited by H. Matsumoto and Y. Omura

Chapters 2. KEMPO01 and 3. TRISTAN

### **Comments** provided in the both codes

This notes presented at ISSS-6

## **Outline**

- A brief history of global simulations
- Introduction

A brief tour of magnetosphere

**Basic equations** 

Plasma parameters

- Global structure of code
  - Initialization, Field update, Particle update,

Interpolation, Charge fluxes, Smoothing,

**Boundary conditions** 

- Post processing
- Global Solar Wind-Magnetosphere Interactions
- Future work

## Other methods

• MHD simulations

without kinetic effects

Hybrid simulations

electrons fluids

Tailored simulations

work well with local simulations

• Simulations with modules

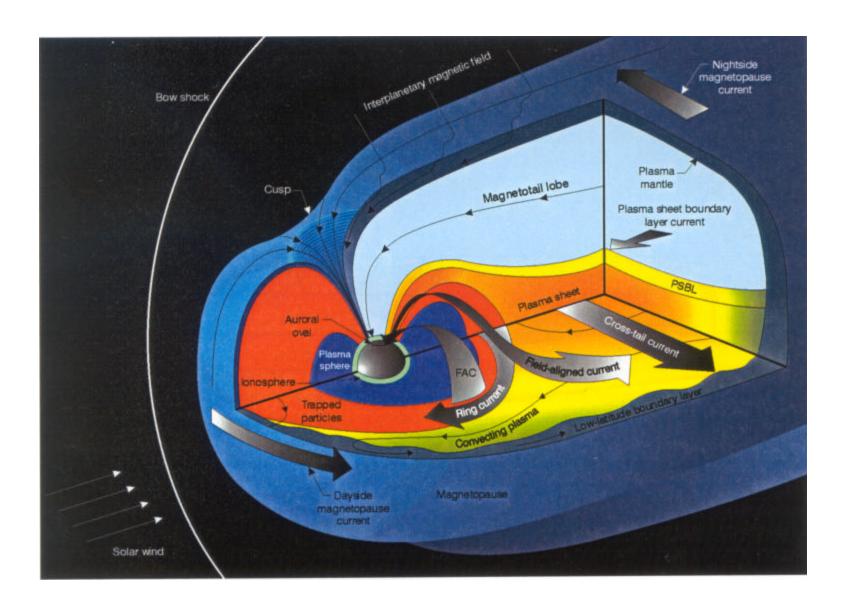
difficult to combine with other methods

• Particle simulations

difficult to establish spatial and temporal resolutions

### A brief history of global simulations

- 1978: First 2-D MHD simulations by Leboeuf et al.
- Early 80's: First 3-D MHD simulations (Brecht, Lyon, Wu, Ogino)
- Late 80's: Model refinements (FACs, ionosphere, higher resolution, fewer symmetries)
- Early 90's: Long geomagnetic tail, refined ionosphere models.
- 1992: First global particle simulation (Buneman et al.)
- Mid 90's: ISTP is well under way, first comparisons with *in situ* space observations and ground based observations. Beginning of *quantitative modeling*.
- 1997: First particle simulations with IMF (Nishikawa)
- Late 90's: Global modeling has become an integrated part of many experimental studies. Models provide an extension to spatially limited observations and help us to understand the physics
- 2000: A substorm model by global particle simulation (Nishikawa)



What triggers a substorm?

How are high energy particles injected during magnetic storms?

How is a ring current generated and dissipated?

## Present global particle simulations can do

Reproduce the gross features of Magnetosphere including

a reasonable representation of

- **▶** the bow shock
- **▶** the magnetopause
- **▶** the cusps
- **▶** the magnetotail
- **▶** the effects of the IMFs
- **▶** fields and currents

Reproduce the fundamental features of the dynamic Magnetosphere:

- > substorms
- **▶** transient events due to variations of solar wind conditions
- **➤** convections

## Why do we need to do particle simulations?

- \*In MHD simulations kinetic effects are not included
  - **P** dynamics of boundaries are not properly simulated
  - **P** particle injections are not included, in particular accelerated high energy particles
  - **P** ring current is not included in the present time
- \*Computer power (memory and speed) will be available in ten years or so in order to perform global particle simulations for quantitative comparisons with observations including velocity distributions
- \*Prepare for future missions such as MMS and MC DRACO in order to provide useful information for planning and data analysis
- \*Predictions of high energy particle injections for Space Weather

## Basic equations

Maxwell equations

$$\partial \mathbf{B}/\partial t = -\nabla \times \mathbf{E}$$
 and  $\partial \mathbf{D}/\partial t = \nabla \times \mathbf{H} - \mathbf{J}$ 

As well as Newton-Lorentz (relativistic)

$$dm\mathbf{v}/dt = q(\mathbf{E} + \mathbf{v} \times \mathbf{B})$$

$$\varepsilon_0 = 1$$
 and hence  $\mu_0 = 1/c^2$ 

$$D = E$$
 and  $B \rightarrow cB$ 

$$E \Leftrightarrow B$$
 (symmetric)

## Plasma parameters

 $\omega_e = (nq_e^2/m_e)^{1/2}$ : electron plasma frequency

 $\omega_i = (nq_i^2/m_i)^{1/2}$ : ion plasma frequency

 $\Omega_e = q_e B/m_e$ : electron gyrofrequency

 $\Omega_i = q_i B/m_i$ : ion gyrofrequency

 $\lambda_e = v_e/\omega_e$ : electron Debye length

 $\lambda_i = v_i/\omega_i$ : ion Debye length

 $\lambda_{ce} = c/\omega_e$ : electron inertia length

 $\lambda_{ci} = c/\omega_i$ : ion inertia length

 $\Delta x \ge 3\lambda_e$ : (to avoid numerical instability)

 $\Delta t \leq \Delta x/c$ : Courant condition (c = 0.5)

if  $\,c=10v_e$  ,  $T_i=T_e,$  and  $m_i=16\;m_e$ 

 $\lambda_{e} << \lambda_{i} << \lambda_{ce} << \lambda_{ci}$ 

1 4 10 40

### **Numerical considerations**

#### • Scale Size

- ➤ the scale of the system ranges from 10s of Kms in the ionosphere to 100s of Earth radii in the far tail.
- > physical values vary up to 7 orders of magnitude, e.g.,  $ρ > (10^{-1} 10^4)$ , B >  $(10^{-2} 10^4)$ , β >  $(10^{-5} 10^2)$ , n >  $(10^{-2} 10)$

#### Time step

➤ the smallest time step is considered by the fastest wave speed in the system, which is of order of the fast mode speed – this can be very high near the Earth.

#### Verification

➤ one of the best tests of a numerical method is to compare its results with observations – however, since the observations are usually single or dual, the comparisons are not easy or comprehensive.

## Main streams of code

Simulation arrays, parameters, commons

Open files, read data

Initialization (solar wind particles, dipole etc)

$$B(n+1) = B(n) + 0.5*E(n)\Delta t$$

Push particles

$$B(n+1) = B(n) + 0.5*E(n)\Delta t$$

Surface, postedge, preledge

$$E(n+1) = E(n) + B(n)\Delta t$$

Current charge fluxes: x-, y-, zsplip, depsit

Checking particles at the boundaries

Inject solar wind particles at  $x = x_s$ 

At the last step write data for restart

## Field Update

Space-time symmetry ⇔ space- and time centered

## Postprocessing

```
    Snapshots (NCARG, Techplot, AVS)
        electron (ion) density at any cross-sections
        with arrows (magnetic fields, fluxes)
        electron (ion) flux (velocity) with arrows
        (flux (velocity) in the cross-section)
        3-D displays of isosurface
        streamlines of magnetic fields (velocity)
```

Time-dependent
 movies (electron density, magnetic field lines, etc)
 local electromagnetic fields (E, B)
 sheet currents in the tail

• Requires new graphics depend on physics you would like to understand

## References of global particle simulations

- 1. "Solar wind-magnetosphere interaction as simulated by a 3D EM particle code," Buneman, O., T. Neubert and K.-I. Nishikawa, *IEEE Trans. Plasma Sci.*, 20, 810, 1992.
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  Ashour-Abdalla, T. Chang, and P. Dusenbery, p. 347, AGU, Washington D.C., 1995.
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- 6. "Evolution of thin current sheet with a southward IMF studied by a 3-D EM particle code," Nishikawa, K.-I. And S. Ohtani, J. Geophys. Res., 105, 13,017, 2000.
- 7. "Global Particle Simulation for a Space Weather Model: Present and Future," Nishikawa, K.-I. And S. Ohtani, *IEEE Trans. Plasma Sci.*, 28, 1991, 2000.
- 8, "Global particle simulation study of substorm onset and particle acceleration," Nishikawa, K.-I., Space Sci. Rev., 95, 361, 2001.
- 9. "Visualization and criticality of three-dimensional magnetic field topology in the magnetotail," Cai, D.-S., Y. Li, T. Ichikawa, C. Xiao, and K.-I. Nishikawa, Earth Planets Space, in press, 2001.

### **Future Plans**

- •Run simulations with better resolutions using **HPF Tristan** code on **ORIGIN2000**
- •Simulations related to magnetic storms including magnetic plasma clouds
- •Using satellite date for initial solar wind conditions, perform **case studies** to compare with observations
- •Improve 3-D displays in order to understand physics involved with Techplot, AVS
- •Implement a better ionospheric model including ionospheric outflows
- •Investigate high energy particle injections into the ionosphere
- •Predict energetic particle injection in conjunction with magnetic storms with typical solar wind parameters
- •Investigate the dayside magnetopause including Cluster observations
- •Plan and asses multi-satellite missions (MMS, MC DRACO)